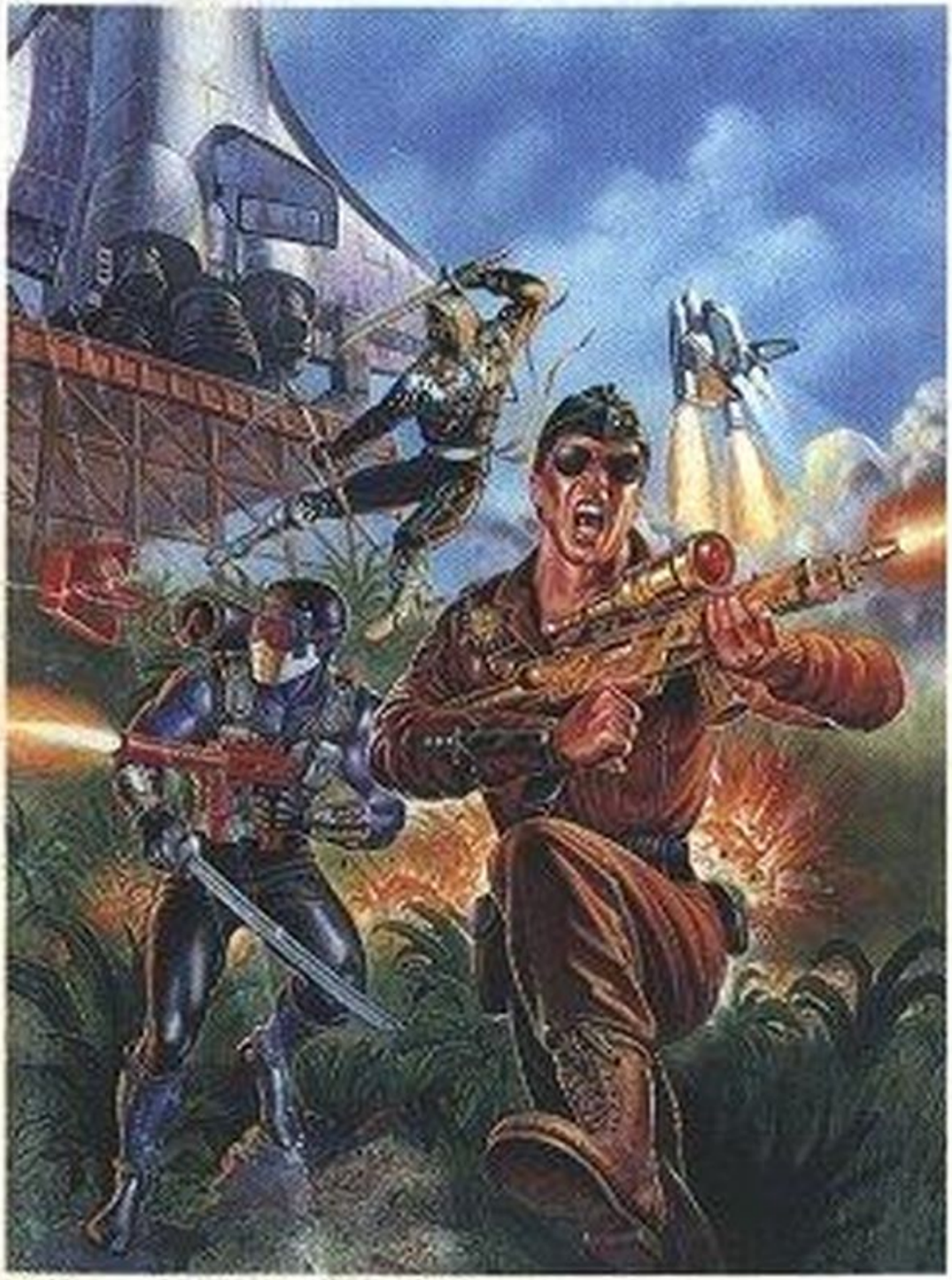
NES-61-USA



CAPCOM® USA

G.I. JOE®

THE ATLANTIS FACTOR

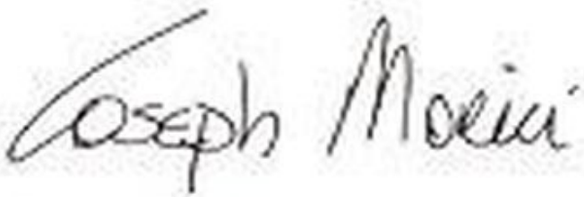
INSTRUCTION MANUAL

T

A special message from CAPCOM

Thank you for selecting **GI Joe®–*The Atlantis Factor*** the latest addition to Capcom's library of titles. Following such hits as the **Mega Man** series, **GI Joe®–*The Atlantis Factor*** continues the tradition of action packed family oriented games for the Nintendo Entertainment System.

GI Joe®– *The Atlantis Factor* features colorful state-of-the-art high resolution graphics. We at Capcom are proud to bring you this thrilling new addition to your video game library.



Joe Morici
Senior Vice President
CAPCOM, U.S.A.

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Nintendo and Nintendo Entertainment System are registered trademarks of Nintendo of America Inc.

© G.I. Joe. 1991 Hasbro, Inc. All Cobra and or Joe characters and their distinctive likenesses are trademarks of Hasbro and are used with their permission.

Official Nintendo Seal of Quality

This official seal is your assurance that Nintendo® has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Entertainment System®.

SAFETY PRECAUTIONS

1. Always make sure the power is off before inserting or removing the Game Pak.
2. Don't try to take the Game Pak apart, or touch its terminal connectors.
3. Keep your Game Pak safe from direct sunlight and extreme hot or cold. Don't bend it, crush it, or get it wet. Store it in its protective package at room temperature when you're not using it.
4. If your Game Pak gets dusty, clean it with a soft, dry cloth. Never use thinners, solvents, benzene, alcohol, or other strong cleaning agents that can damage it.
5. For the best game play, sit 3 to 6 feet away from your television. Pause for 10 to 20 minutes after 2 hours of continuous play to extend the life of your Game Pak.

WARNING: DO NOT USE WITH FRONT OR REAR PROJECTION TV!

Do not use a front or rear projection television with your Nintendo Entertainment System® ("NES") and NES games. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similiar damage may occur if you place a video game on hold or pause. If you use your projection television with NES games, Nintendo will not be liable for any damage. This situation is not caused by a defect in the NES or NES games; other fixed or repetitive images may cause similiar damage to a projection television. Please contact your TV manufacturer for further information.

A D V I S O R Y

A very small portion of the population may experience epileptic seizures when viewing certain kinds of flashing lights or patterns that are commonly present in our daily environment. These persons may experience seizures while watching some kinds of television pictures or playing certain video games. Players who have not had any previous seizures may nonetheless have an undetected epileptic condition. We suggest that you consult your physician if you have an epileptic condition or if you experience any of the following symptoms while playing video games: altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion and convulsions.

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GETTING STARTED

1. Insert the **GI Joe®–*The Atlantis Factor*** Game Pak into your Nintendo Entertainment System and turn it on. The Title screen appears.

2. Press the **Start** button to begin play from the beginning of the game or use a password to start at a later stage. (*See Using a Password on page 20.*)

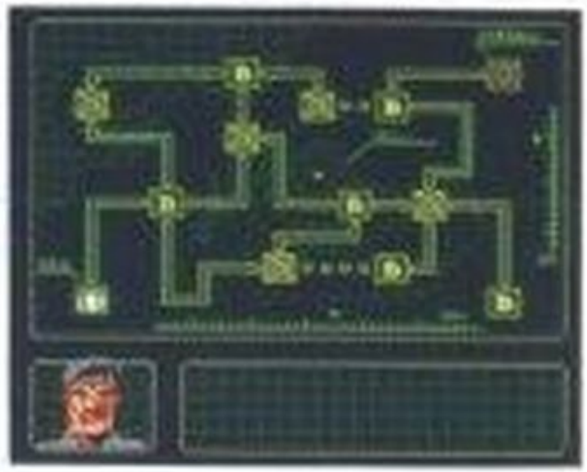
3. Read the Story screens to bone up on the dangers the Joes are about to face. Or press **Start** to skip these screens and go straight to the Mission screen.

4. At any time, you can press the **Reset** button on the Nintendo Entertainment System to start the game over from the beginning.

SELECTING YOUR MISSION

Before the action starts, Stalker will show you a map of the area on the Mission screen. Press up on the control pad to highlight the first area, and then press button **A** to start your mission.

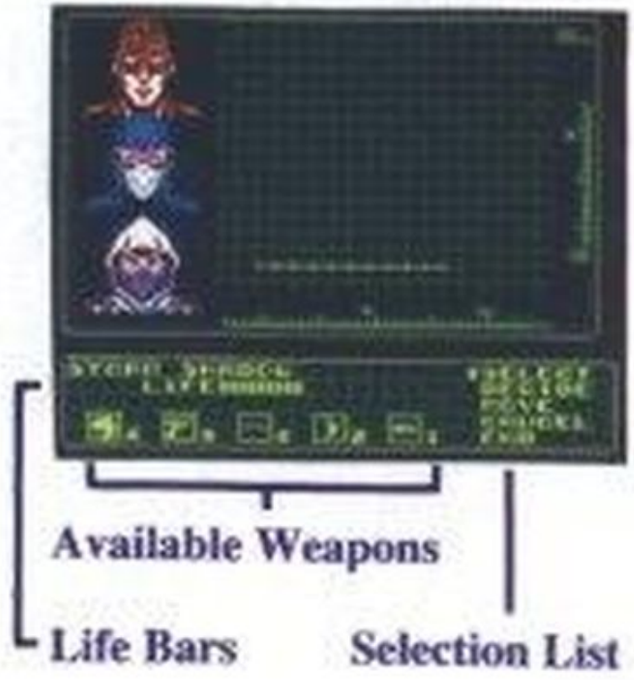
After cleaning the first area, you can select your next mission. When the Mission screen appears, press the control pad up, down, left or right to highlight a route. Then press button **A** to select that route.



SELECTING YOUR JOES

After the Mission screen, the G.I. Joe screen appears. Here you can choose the men you'll lead into combat.

For the first mission, only General Hawk is available. During the action, you'll meet up with the other Joes, and they'll join your force for the battles ahead.



Press the control pad up or down to move the marker to different choices on the selection list.

Select: Move the marker here and press button **A** to see the next Joe (besides General Hawk who's available). Keep pressing button **A** to cycle through the Joes.

Decide: Move the marker here and press button **A** to choose your next Joe. Then move the marker back to Select and press button **A** until you find the soldier you want. You can choose three Joes in all (*unless only one or two men have joined your force so far*).

SELECTING YOUR JOES cont.

Move: The prowess of your men increases as they collect **POW**s (power items for their weapons). For example, a Joe may start out with the ability to kick and punch during hand-to-hand combat. When he collects enough **POW**s to increase his hand-to-hand skills to level 4, he'll be able to do flying kicks and knee drops. With the **Move** option, you can see and practice your soldier's mounting abilities.

Move the marker here and press button **A** or **B**. On screen, your Joe will jump, kick, throw a punch or use his weapon. Press the control pad down to make him crouch or duck. Press the **Start** button to restore the marker to the selection list.

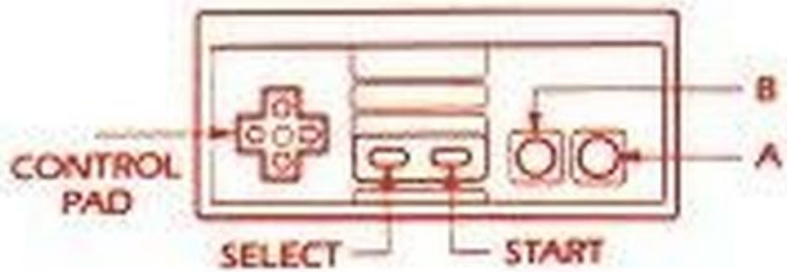
Cancel: Move the marker here and press button A to remove the last Joe from the screen.

End: After making all your selections, move the marker here and press button **A**. When the Area screen appears, press button **A** again to forge ahead into battle!

NON-STOP COMBAT

The Joes have their hands full! Cobra Commander is working from a secret base on Atlantis, manufacturing superior weapons to take over the world. The Joes are under orders to infiltrate the mazes of the weapons complex, annihilate the army of guards, and overcome the Cobra General in each stage.

TO DO THIS:	PRESS THIS:
Move left or right.	Control pad left or right.
Jump.	Button **A**.
Jump down.	Control pad down + button **A**.
Fire your weapon or punch.	Button **B**.
Switch weapons.	**Select.**
See the Status screen (or pause the game).	**Start.** Press **Start** again (or button **A** or **B**) to return to the action.



DESTROY THE WEAPONS COMPLEX!

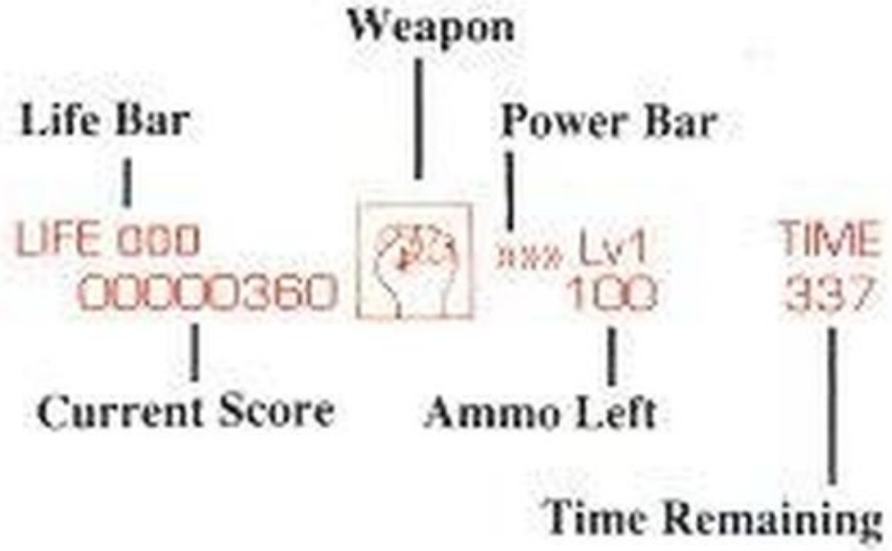
Each section of the weapons complex is a mind-boggling maze. Search it thoroughly, destroying everything you can to sweep it clean of Cobra forces. Keep an eye on the bottom of the screen to make sure you don't run out of ammo or strength.

Life Bar:How much life force your Joe has left. Each time he gets hit by speeding bullets, drifting bombs, or in hand-to-hand combat, he loses some strength. When he loses it all, he's out of the action and declared "Wounded" on the Status screen.

Score: How many points you've gained so far.

Weapon: The weapon your Joe is currently using. Press **Select** to change weapons.

Power Bar: The power level of your current weapon.



DESTROY THE WEAPONS COMPLEX!

Ammo Left: How much ammunition your Joe still has. You start out with 100 rounds. If you use it up, you'll be forced to resort to hand-to-hand combat, not always the best defense when the other guys have automatic weapons.

Time Remaining: The time you have to complete your mission is different for each maze. If time runs out before you succeed, you'll have to start the mission over.

FIREPOWER!

You'll face a blast of unrelenting firepower from Cobra's forces, waiting in ambush throughout the mazes. But the Joes have an arsenal of weapons at their command.

Press the **Select** button to switch weapons, and press button **B** to fire. You'll soon figure out which weapon is the best defense against the speeding metal and maniac attack waves you're currently caught in.

Hand-to-hand combat uses no ammunition.

The **machine gun** fires a spray of bullets,
1 ammo round per shot.

The **laser gun** fires metal (and muscle) penetrating lasers at 3 rounds of ammo per shot.

The **pulse rifle** fires a deadly force field, worth 2 rounds of ammo per shot.

The **missile launcher** uses 4 ammo rounds per shot.

BONUS ITEMS

Blast open crates, walls, and hillsides (among other things) for extra power and bonus items. Then jump to grab them. Get as many as you can – they're good for your survival.

Each **POW** increases the power of your current weapon. (Each weapon has 4 power levels.)

The **Point Bonus** adds 1,000 points to your score.

The **K-Ration** partially refills your Joe's life bar.

Ammo adds ammunition to your Joe's current supply.

THE DREADED BATTLE ORB

As you plunge through the danger zones, you may find and acquire the ancient weapon of Atlantis – the Battle Orb! Once activated, this powerful weapon circles your Joe with a deadly orb that inflicts damage on any enemy it hits.

To activate the Battle Orb, press the **Select** button while pressing **DOWN** on the control pad.

Note: If you also have the Radio, you must first press the **Select** button while pressing **UP** on the control pad until a picture of the Battle Orb appears. Then press **Select** + control pad **DOWN**.

RADIOING FOR REINFORCEMENTS

Support Joes are waiting somewhere on Atlantis. Once your team scouts them out, you can call them in by Radio for help.

Spirit is a medic who restores your life bar to full strength.

Gung-Ho adds 100 rounds of ammo to your supply.

Big Bear's specialty is reviving a Joe who has been "wounded" during the current mission.

When the G.I Joes finish certain routes, they will find the Radios they need to call in the support troops. Use your Radios only in dire circumstances, since each one can be activated one time only.

RADIOING FOR REINFORCEMENTS

To activate the Radio, press the **Select** button while pressing **DOWN** on the control pad. Pictures of the Support Joes you've found will appear. Use the control pad to mark the Joe you want to contact. Then press button **A**. The support Joe will come to the aid of your current soldier. (If you change your mind, press button **B** to cancel the radio call.)

Note: If you also have the Battle Orb, you must first press the Select button while pressing **UP** on the control pad **DOWN** until a picture of the Radio appears. Then press **Select** + control pad **DOWN.**

SWITCHING JOES

You've got a squad of combat experts at your command. Each Joe has his specialty, and in the right situation, he'll do the best job of wiping out the enemy wolfpacks. The trick is to choose the correct men before a battle starts, and then get them into action when they can do the most good.

Press **Start** during battle to bring up the Status screen. You'll see the Joes you've chosen for combat, their Life Bars, and the power levels of the weapons they are carrying. The screen also shows the highest score in the game so you can compare it to your own score so far.

Press the control pad up or down to choose a Joe. Then press **Start** (or button **A** or **B**) to send him into combat!

CONTINUING THE CHARGE

If all your Joes become wounded, the game ends. In a moment, the Continue screen appears. Here you'll see the high score for the game, and your own score for the game you just finished.

Press **Start** to continue playing. You'll return to the battle where the game ended, and your score will be reset to zero.

To start a new game, use the control pad to move the marker to End, and then press **Start**.

G.I. JOE SURVIVAL TIPS

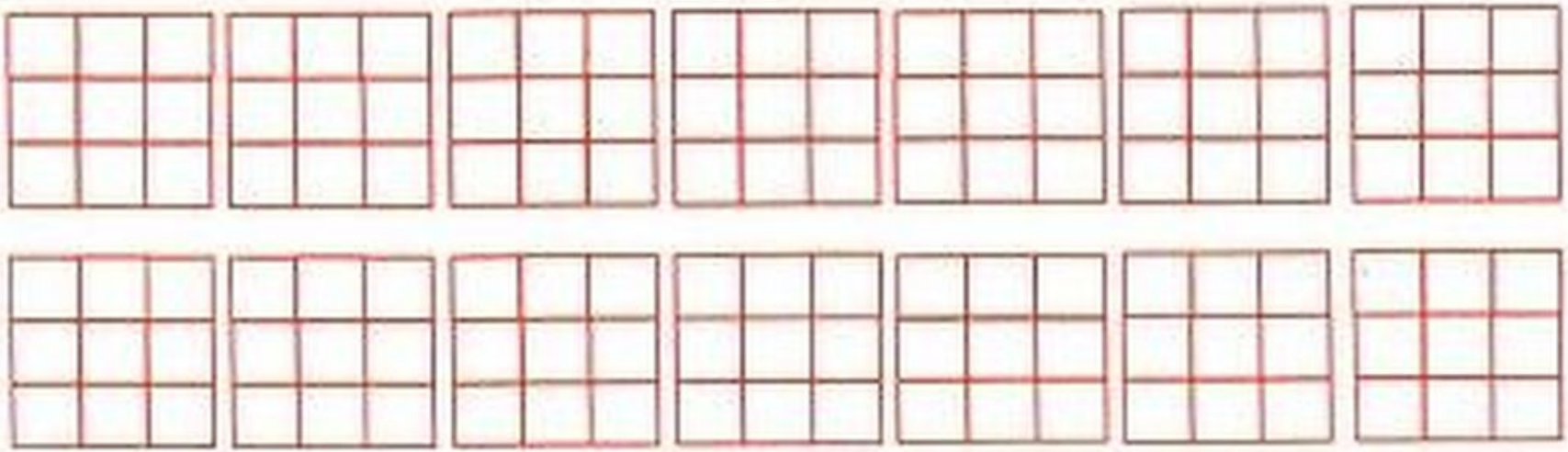
- You may lose Joe in a battle, but you can continue the fight as long as you have other Joes. Quickly switch to the Status screen and pick another combatant to send into action.
- Each weapon, including your hand-to-hand fighting skills, has a purpose. Find out how the weapons work, and then choose the best one for the job at hand.
- Experiment with button **B** in hand-to-hand combat. Three quick clicks can really pack a wallop.
- Try out all the Joes in battle to learn their individual skills. Then hand-pick them for combat situations where they can do the most damage.
- Watch your time. If the clock runs out, it doesn't matter how many Joes or how much ammo you have left.

USING A PASSWORD

On the area screen before each battle, you'll see a password grid. Write down the letters and their positions in each square on the grid, along with the area number. Then press button A to begin play. The next time you play **G.I.Joe®– *The Atlantis Factor***, you can use your passwords to begin the battle at different areas. Here's how:

1. At the Title screen, press the control pad down to move the marker to Password.
2. On the next screen, use the control pad to move the highlight to the correct position in the first square on the grid.
3. Press button **A** until the correct letter, number or symbol appears. (Press button **B** to move backward through the characters.)
4. Move the highlight to the next square and add a character. Continue adding characters, one to each square. If you put a character in the wrong position, you can erase it by moving the highlight with the control pad.

5. Move the highlight to **Start** at the bottom of the screen and press the **Start** button. If you entered the password correctly, the battle will begin.



Code Name: GENERAL HAWK™
G. I. JOE COMMANDER

File Name: Abernathy, Clayton M.

S/N: RA21275406

Grade: 0-7 (Brigadier General)

Birthplace: Denver, Colorado

Quote: "Follow me!"

The commander of a tightly coordinated, rapid deployment force like the G.I. Joe assault team has to be right on top of the action at all times, ready to make split-second decisions. A combination jet pack and communications helmet lets Hawk survey the progress of battle as well as keep in constant radio contact with all elements of his command!

Code Name: STORM SHADOW™
NINJA FORCE™ LEADER

File Name: Arashikage, Thomas S.

S/N: 392-8793-NJ11

Grade: E-8 (First Sergeant)

Primary Military Specialty: Covert Operations

Secondary Military Specialty: Martial arts Instructor

Birthplace: St. Louis, Missouri

Quote: "Train Hard, fight easy!"

Storm Shadow is a former U.S. Army LRRP (Long-Range Recon Patrol), former Cobra Viper™, last Grand Master of the Arashikage Ninja Clan, sword brother to the inscrutable Snake Eyes™, and now the leader of the newly-formed G.I. Joe Ninja Force™. Drawing from generations of secret lore and years of practical combat experience, Storm Shadow imparts to his Ninja Force such esoteric techniques as the "Cloak of Chameleon" and "Screaming Whirlwind."

Code Name: SNAKE EYES™
COMMANDO

File Name: Classified

S/N: Classified

Grade: E-7

Primary Military Specialty: Infantry

Birthplace: Classified

Quote: Classified

Snake Eyes honed his combat skills as an LRRP (Long-Range Recon Patrol) trooper in Southest Asia, and perfected his mystical martial arts techniques with the same Ninja clan that produced Storm Shadow. Although he is equally as adept with submachine guns as he is with swords, Snake Eyes is most dangerous and unpredictable when he's unarmed and cornered.

Code Name: ROADBLOCK™
HEAVY MACHINE GUNNER
File Name: HINTON, MARVIN F.
S/N: 434-2390-WT27
Grade: E-6
Primary Military Specialty: Heavy Machine Gunner
Secondary Military Specialty: Cook (*Escoffier-Qualified Chef*)
Birthplace: Biloxi, Mississippi
Quote: "Baste a turkey every twenty minutes and change the barrel on a MaDeuce .50 caliber after every second belt."

What can you say about a guy who totes a 134-pound machine gun as his personal weapon, and who can whip up a mean crawdad stew? Not much. You just stay out of his field of fire, and ask for seconds. Roadblock is the man who lays down the covering fire with his heavy machine gun. That means he makes the enemy keep their heads down when the G.I. Joes are advancing, as well as making them think twice about giving chase when the Joes are withdrawing!

Code Name: DUKE™

MASTER SERGEANT

File Name: Hauser, Conrad S.

S/N: 234-0955-G189

Grade: E-9 (First Sergeant)

Primary Military Specialty: Infantry

Second Military Specialty: Small-Arms Expert

Birthplace: St. Louis, Missouri

Quote: "I'm going to rush that machine-gun nest, and when I get there, all you useless profiles better be behind me!"

It takes a special type of Army sergeant to be the "top-kick" or "first-shirt" of an elite unit like the G.I. Joe team, and Duke fits the bill. He's got to be the main disciplinarian, the guidance counselor, the big brother, and the offensive coach to a whole outfit of specialists who are the very best at what they do. How does he do it? By doing what he does best – kicking butt!

Code Name: WET-SUIT™
S.E.A.L. (Sea, Air, and Land)
File Name: Forrest, Brian M.
S/N: 832-5847-LS11
Grade: E-6
Primary Military Specialty: S.E.A.L
Secondary Military Specialty: UDT (Underwater Demolitions)
Birthplace: Myrtle Beach, South Carolina
Quote: "Well, with all due respect, nobody told me NOT to blow it up, SIR!

Wet-Suit has been characterized as being "175 pounds of mean on the hoof" and is definitely not known for his social graces. He is not the type who goes over very well at the Chaplain's social tea, but he is exactly the dude you want behind you when you run into a gaggle of Cobra EELS™ in a shallow mine field. Amazing how much damage he can do with a Ka-Bar knife and a weighted belt.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacture's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide resonable protection against such interference in a residential installation. However, there is no guarantee that interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that NES and receiver are on different circuits.

If necessary, the user should consult the dealer or any experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to identify and Resolve Radio-TV Interference Problems.
This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

90-DAY LIMITED WARRANTY

90-DAY LIMITED WARRANTY

CAPCOM U.S.A., Inc. ("Capcom") warrants to the original consumer that this Capcom Game Pak ("PAK") shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, Capcom will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.

2. Notify the Capcom Consumer Service Department of the problem requiring warranty service by calling (408)727-0400. Our Consumer Service Department is in operation from 8:00 A.M. to 5:00 P.M. Pacific Time, Monday through Friday.

3. If the Capcom service technician is unable to solve the problem by phone, he will provide you with a return Authorization number. Simply record this number on the outside packaging of your defective PAK, and return your PAK freight prepaid, at your risk of damage, together with your sales slip or similiar proof-of-purchase within the 90-day warranty period to:

CAPCOM U.S.A., Inc.
Consumer Service Department
3303 Scott Boulevard
Santa Clara, CA 95054

This warranty shall not apply if the Pak has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to the defective materials or workmanship.

REPAIRS AFTER EXPIRATION OF WARRANTY:

If the PAK develops a problem after the 90-day warranty period, you may contact the Capcom Consumer Service Department at the phone number noted previously. If the Capcom service technician is unable to solve the problem by phone, he may provide you with a Return Authorization number. You may then record this number on the outside packaging of the Defective PAK and return the defective PAK freight prepaid to Capcom, enclosing a check or money order for $10.00 payable to CAPCOM U.S.A., Inc. Capcom will at its option, subject to the conditions above, repair the PAK or replace it with a new or repaired PAK. If replacement PAKS are not available, the defective PAK will be returned and the $10.00 payment refunded.

WARRANTY LIMITATIONS:

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CAPCOM® USA

3303 Scott Blvd.
Santa Clara, CA 95054

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